

CITY OF FRESNO
DEPARTMENT OF PARKS AND RECREATION
SPORTS SECTION



FRESNO STYLE COED SOFTBALL

PLAY REGULATIONS

Rules not specifically mentioned will be governed by the Amateur Softball Association (ASA) rules.

**Coed Recreation (pitch to your own team) will not be allowed to hit any homeruns over a fence. An out will be recorded and runners must go back to their starting base.
(Exception: Coed Sliding Division)**

1. Once schedules are made, **NO REFUNDS** are allowed.
2. Games must start at the scheduled game time; therefore, **line-ups** must be given to the umpire on the scorecard before game time. **First and last names** of players must appear on the scorecard.
3. **Both teams must field seven (7) ball players** to constitute an official team. **EXCEPTION:** In case of an injury during the game, a game may continue with one (1) less player.
4. **Game time and forfeit time is the same time!!**
EXCEPTION: The first game of the evening will have a 10-minute grace period.
5. Length of game is seven (7) innings or one (1) hour and five (5) minutes. No new inning after 1 hour. If the game is tied after seven (7) innings and time remains, game will enter into a tiebreaker rule: last out of last inning starts on second base in extra inning. **NOTE:** When four games are scheduled on one field, game time is 1 hour and no new inning after 55 minutes.
6. **Sliding, Stealing or Diving:**
 - a. **Coed Recreation** - No sliding, stealing bases or diving. If the base runner does either, he/she is out.
 - b. **Coed Competitive** - Sliding/diving is permitted. Stealing bases is not permitted.
7. A base runner cannot leave the base until the ball has been hit fair or foul. If the base runner does so, he/she is out.
8. Each batter is limited to four (4) pitches. **NOTE:** batter can swing and miss on the first three pitches and still get a 4th pitch.
9. The batting team shall use their own pitcher to pitch to their own players.
NOTE: pitcher must be on the team's roster.
10. A pitcher can only pitch from any rubber that is visible. The pitcher must have at least (1) foot on the rubber at the time of release.
11. The batter is automatically out if the pitcher touches the ball when the ball is in play after a fair hit.

12. The infield fly rule will be in effect when it applies.
13. All players must remain in the dugout or behind the playing line (not including the on deck batter).
14. The distance of the base paths will be sixty (65) feet.
15. All players must bat in rotation, regardless if they are not playing in the field. This must be determined at the beginning of the game and the official must be notified.
16. Any players not able to take his/her turn at bat when it comes up, will be ruled automatically out. The loss of a player due to injury will only result in an out every time that player is due to bat. **See diagram on last page for explanation.**
17. No bunting, chopping, or half swinging at the ball. Batter will be ruled out at the umpire's discretion.
18. A team may use one (1) courtesy runner per gender per inning. Any player that is listed on the lineup may run at any bag.
19. Any female or male players arriving after the start of the game may be substituted for one equal (female for female, male for male) player in the original line-up or he/she may be added to the bottom of the line-up if it does not violate the ratio of men to women players. **Note: Add-On's may occur after the team has hit through the line up, if the line up is complete. Late Add-On's must be a straight substitution - 1 for 1, gender for gender.**
20. Only **tennis shoes** (gym type shoes) **rubber cleats or turf cleats** are allowed. Players must wear some type of the prescribed footwear.
21. League game ending in a tie at the end will be recorded as a tie. A point system will be used to determine standings as follows:

Win = 2 Points Loss = 0 Points Tie = 1 Point
22. The ball must be thrown to the pitcher by an infielder. Once the infielder controls the ball, the ball is dead, no runners can advance. If the ball is thrown to the pitcher by an outfielder, the pitcher is not obligated to catch it and runners may advance at their own risk.
23. A defensive player "**may not block**" a base in attempting to prevent a runner from getting to that base.
Effect: The runner will be declared safe.
Note: A defensive player may be ejected, at the discretion of the umpire.
24. A second home plate shall be placed (8') feet from the back top of home plate on an extended line from first base.
25. There will be a (20') ft. line marked between 3rd and home plate. Any runner that passes that mark has to continue forward to home plate. Automatic force out at home place.
26. A runner **may not "run over"** a defensive player in order to avoid a tag.
Effect: The runner will be declared out.
Note: Runner may be ejected, at the discretion of the umpire.

27. Once a player is on a team roster, he/she may not switch and play for another team. If the player quits, he/she is ineligible to play in the City League.
28. Four complete innings constitute a game when called due to rain, darkness or other bad weather conditions. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
29. **Each team shall furnish the umpire with a new official ASA approved leather ball at game time.** Best ball available shall be used at all times at the umpire's discretion. No game shall start until each team has furnished the umpire with a new ball. If a new ball is not furnished to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion to negotiate a mutual agreement between the coaches.
30. A team shall consist of a **minimum of eleven (11) players** and a **maximum of twenty (20)** team players on a team contract, unless other arrangements are made with the Community Sports Supervisor.

PLAYER QUALIFICATIONS

Team players are those persons who sign the original team contract.

1. All players must sign the original team contract. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one-year suspension. The person who signs another person's name on a contract will be held liable in case of injury to the person whose name was signed.
2. A player **may play on more than one team per night PROVIDED** the teams he/she plays for are **not in the same league**. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Office, by a pictured identification, or the game will be forfeited. Acceptable "picture identification" will consist of one of the following documents:
 - Department of Motor Vehicles Driver's License
 - Department of Motor Vehicles Identification Card
 - Student Body Card
 - Passport
 - Employee Identification Card
 - Any Notarized Identification
3. A player must be 18 years of age or older to be eligible to participate with an adult team. Any player under the age of 18 years old will be required to have a City of Fresno photo I.D.
4. Deadline date for signing new players for adult teams shall be prior to your 5th game.
5. A player signing a contract is eligible to play on the same day as the contract has been filed in the Sports Office.
6. Additions, deletions or other changes to the roster, must be filed in the Sports Office in writing before 5:00 p.m. and will be considered effective upon approval of the Community Sports Supervisor. Any documents received after that time will be considered effective the following work day upon approval of the Community Sports Supervisor.
7. Any player who is listed as a member of a team that is dropped or officially disbanded will be

considered automatically released.

- a. Automatically released players are eligible to play on another team after signing a contract with the new team, provided that the team falls below the minimum, and at least one half (½) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
8. Any player who is on the roster of a college, junior college, high school or junior high school squad, and is competing under C.I.F. rules and regulations is ineligible to compete in any City Athletic Leagues until completion of their school's current league schedule. Player's name (**Not Signature**) must appear on the official team contract prior to the contract's deadline date. The league in which a player wishes to participate will be determined by the team with whom the player signed his/her contract. A written letter is required from the school to release said player to participate. Player must then sign official team contract before legal to play.
9. Any player who is called into the Armed Forces of the United States may be replaced immediately upon authorization of the Community Sports Supervisor. The replacement will be eligible to compete upon the date of signing a team contract. Any player returning from the Armed Forces of the United States shall be eligible to compete in the City League upon written request and subsequent approval of the request by the Community Sports Supervisor. A signed contract must be filed at the Sports Office. A copy of induction and/or discharge papers is required by the Recreation Department before final approval.

PROTESTS

1. **ALL RULE PROTESTS** must be made verbally to the official(s) in charge by the manager immediately following the disputed rule.
 - a. There will be a \$25 dollar protest fee for any Coach that has a protest against any team. If the Coach wins his/hers protest the \$25 dollars will be refunded in full. If the protest was lost then the \$25 dollars will be kept. All protest must be signed by the Coach and noted to the umpire, and reported to the Sports office by the Coach in person along with the \$25 by the next working day.
 - b. The protest **must be recorded on the scorecard** at the time of the protest and **signed** by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.
 - c. All rule protests must be made in writing and filed in the Sports Office by 5:00 p.m. the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.
2. **ALL ILLEGAL PLAYER PROTESTS** made before or during the game should be made verbally to the official(s) and to the opposing manager.
 - a. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before the game resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.
 - b. All illegal player protests must be made in writing and filed in the Sports Office by 5:00 p.m. of the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.
 - c. If an illegal player is discovered after a game, a protest can still be made by 5:00 p.m. of the next working day in the Sports Office.

3. During league play, if an illegal player is noticed by Recreation Staff or a Community Sports Supervisor, corrective action may be taken up to and including one (1) business day after that league's last official game.
 - a. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.
4. Dead time during protest is official time-out. That time will be added at the end of the game.

APPEAL PROCESS

1. Only individuals directly involved in the infraction, or their authorized representative, may address the Community Sports Supervisor.
2. The Community Sports Supervisor shall be the final authority in the interpretation of all rules and in determining any points not satisfactorily covered in the rules.
3. The Community Sports Supervisor considers all advice, suggestions and recommendations in making its final decision. The decisions made by the Community Sports Supervisor shall be final and not subject to appeal.
4. To find the status of an appeal, the team manager may contact the Community Sports Supervisor the next working day.

AGREEMENTS

Upon filing and accepting an official contract for a City League in the Sports Office, each manager agrees that he/she has read all the rules & regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks and Recreation and Fresno Unified School District.

RAINY OR BAD WEATHER PROCEDURES

On the day or days in question, **the manager/coach only** of each team will call the Weather Hotline at 621-6725 **after** 2:30 p.m. for the following information:

1. Which fields are not playable
2. Which leagues are affected by the weather
3. If games will be rescheduled or moved in the near future
4. Any additional information needed to maintain the best play for all concerned

ON OFFENSE

*If a female substitute is not available for an injured female player, an out will be recorded in her spot every time she is scheduled to bat.

ON DEFENSE

If the injured female cannot play defense, her team must play with 8 players in the field - 5 men, 3 women - down one (1) player on defense.

Line Up Presented to Umpire

- | | |
|---------|-----------|
| 1. Male | 2. Female |
| | 3. Male |
| | 4. Female |

5. Male
6. Female
7. Male
8. Female
9. Male
10. Male
11. Male

Actual Line Up After Injury

1. Male
2. Female
3. Male
4. Female
5. Male
6. Female
7. Male
8. *Injured Female - Out Recorded
9. Male
10. Male
11. Male

EJECTION - NO SUBSTITUTE AVAILABLE

Umpires discretion - either ball game will be forfeited or out recorded in vacant spot.

LEAGUE TIE BREAKER PROCEDURE

League standings and post-season pairings are based on:

1. Overall record based on points
2. Overall record based on winning percentage
3. Head to Head
4. Victory margin over head to head opponent, if team split season series
5. Fewest runs allowed over season
6. Coin flip

SEEDING

Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. The City of Fresno has the right to move any team up a division to create a level playing field.

RAIN OUT & ACTS OF NATURE

Games will be made up at the discretion of the Sports Supervisor. Make up week(s) will be provided.

TEAM MANAGEMENT

Only the team manager will be required or allowed to handle team matters as they relate to the Community Sports Program.

ADD/DROP

Player(s) can be added to a team roster up to the fifth (5th) game. This process is to be done through an Add/Drop Form obtained from the Sports Office in addition to the player(s) signing the Official Team Roster. Any player(s) added after the deadline, in an incorrect manner will be declared ineligible and the team's games will follow the forfeit process.

PROTEST

A team may protest a rule interpretation that occurred during a game. This protest must be filed by the manager or coach no later than 5:00pm the next business day. The winning team cannot file a protest; however, the manager or coach can call the Sports Office and discuss the situation with the Sports Supervisor. Judgment calls cannot be protested.

THE 150" FT. LINE

1. Four outfielders must be present in the outfield
 - a. 3 male outfielders, 1 female outfielder
* The male outfielders must remain behind the line until contact is made. The 1 female outfielder may come in front of the line and position herself as a rover.
 - b. 4 male outfielders
* All outfielders must wait until contact to cross the line.
 - c. More than one female outfielder (ex. 2 men, 2 women)
*Only one of the female outfielders will be permitted to come in front of the line and play the rover position.
 - d. If short, only 7 or 8 players present
*All outfielders positioned must remain beyond the 150" Ft. line
2. Penalties for failure to comply with rule
 - a. Warning, optional
 - b. Runners on base, no contact by batter: Every base runner will be advanced 1 base.
 - c. No runner on base, no contact by batter: Warning: Ejection if repeated and flagrant.
3. Runners on base, contact by batter:
 - a. Team violated against has choice of play or advancing runners 1 base and awarding batter 1st base. Or the result of the play.

All City League athletic events are provided to foster a positive, competitive, and enjoyable sporting environment. However, keep in mind that we all must go back to work the next day. "Rough Play" or "Horse Play" will not be tolerated as it can result in injuries. Keep the games in prospective and have a good time.

FRESNO STYLE COED RECREATION SUPPLEMENTAL DEFENSE AND BATTING ORDER RULES

OFFENSE

- I. A standard Coed Rec line up consists of eleven players - four women, seven men.
- II. Players must be alternated until the line-up runs out of females. No more than four men can bat in a row: **Sample A:** three at the bottom and one at the top of the line-up. **Sample B:** if line-up starts off with a female then four men can bat in a row at the bottom of the line-up.
- III. A team with two or less females present at game time cannot play - **forfeited game.**

SAMPLE LINE-UPS

Line-Up A		Line-Up B		Line-Up C	
STANDARD - MALE BATS FIRST		SHORT ONE (1) FEMALE		FEMALE BATS FIRST	
1. Male		1. Male		1. Female	
2. Female		2. Female		2. Male	
3. Male	4 Women & 7 Men	3. Male	3 Women & 4 Men	3. Female	4 Women & 7 Men
4. Female		4. Female		4. Male	
5. Male		5. Male		5. Female	
6. Female		6. Female		6. Male	
7. Male		7. Male		7. Female	
8. Female				8. Male	
9. Male		8. Female*	When a 4 th female arrives then three (3) men can be added to the line-Up.	9. Male	Four (4) males bat in a row at bottom of the line-Up
10. Male		9. Male		10. Male	
11. Male		10. Male		11. Male	
		11. Male			

DEFENSE

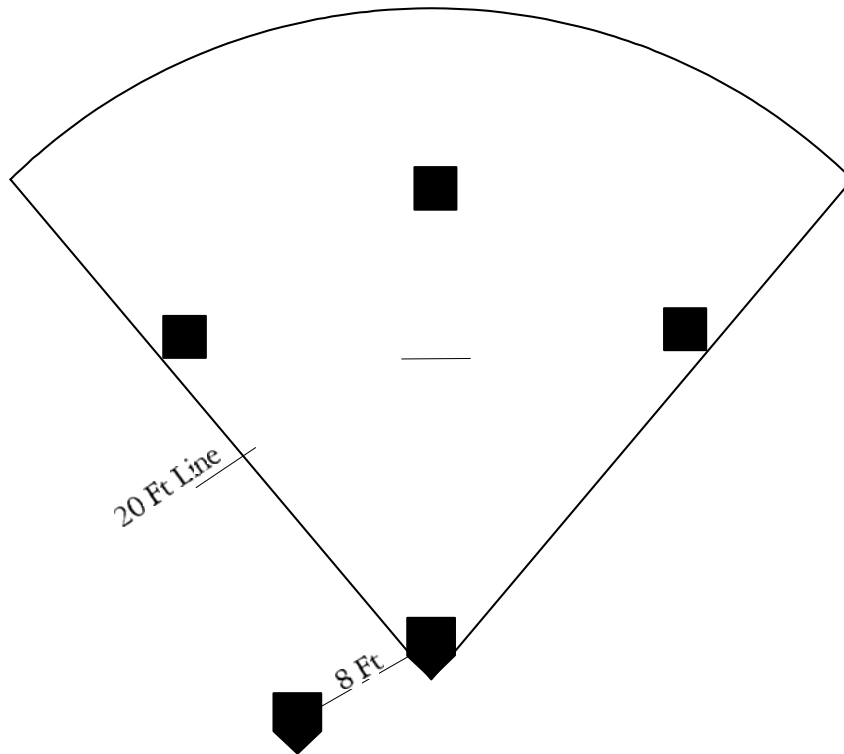
1. A standard defense consists of five men and four women. The fielders are placed wherever the coach deems appropriate. The only restriction involves the rover position in front of the 150 ft. line. The rover must be a female. No more than five men can play on defense. **This restriction does not apply to women.**

STANDARD ALIGNMENT

SHORT A FEMALE - 7 PLAYERS

* The "Standard Defense Alignment" and the "Short A Female" positions listed above are examples only.

EXTRA HOME PLATE RULE
(Coed Rec Only)



1. Any offensive player that is rounding third base to go home must use the extra home plate only (any player that steps on the permanent home plate will be called out).
2. There will be a 20 ft line from 3rd base going towards home plate. Any player that crosses this point must continue forward to extra home plate.
3. A play at home plate will result in a force out. A defensive player can only use the permanent plate. A tag can be made while a runner is running towards the extra plate, but not a force out.

(THIS IS AN A.S.A. OFFICIAL SOFTBALL PLAYING RULE)